

SILICON TIMES REPORT
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INTERNATIONAL ONLINE MAGAZINE
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from
STR Electronic Publishing Inc.

November 18, 1994

No. 1047

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Silicon Times Report
International Online Magazine
Post Office Box 6672
Jacksonville, Florida 32221-6155

R.F. Mariano
Publisher-Editor

Voice: 1-904-783-3319 10am-4pm EST

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> From the Editor's Desk
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"Saying it like it is!"

The amount of new goodies being announced coupled with those that have arrived has made for a wonderful gift giving season to be at hand. The computer enthusiast, the businessman and the recreational user have never had so many "neat" goodies at their disposal. In the past few weeks, more software packages have been released on the Windows, Dos and Mac platforms than many other platforms have seen in years. For example, new versions of WinComm Pro and WinFax Pro in a single communications suite that's outstanding. (It'll be reviewed in two weeks, so far it looks great) Adobe has replaced the Aldus PhotoStyler with PhotoShop 3. (this is a powerhouse) The entertainment software, far too numerous to mention here all at once is absolutely stunning in both concept and appearance.

Please enjoy this issue as much as I did putting it together. The new goodies outlined in this issue and to be reviewed over the next month or so, should give everyone a little "push" in the right or desired direction in aiding Santa's helpers make it a wonderful Christmas.

Have a wonderful Thanksgiving holiday!

Ralph. . . .

Of Special Note:

STReport will be branching out further to Internet's userbase in the very near future. We've received numerous requests to receive STReport from a wide variety of Internet addresses. As a result, we're putting together an Internet distribution/mailling list for those who wish to receive STReport on a regular basis, and we'll UUENCODE each issue and mail it to you.

If you're interested in being added to our mailing list, please, send your requests to either "dpj@delphi.com" or, RMARIANO@DELPHI.COM. Look for mailings to begin by October first. We are also considering a number of Internet ftp sites in which to post our issues for as well. Whatever we can do to make STReport available to you. we'll try it!

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STReport's Staff
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Ralph F. Mariano

Lloyd E. Pulley, Editor, Current Affairs

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The Staff & Editors

The Best Multimedia Software award went to Media Suite Pro for Windows by Avid Technology.

**** Dell Computer's Profits Rise ****

Dell Computer Corp. this week reported substantially improved third quarter revenues and profits largely credited to strong sales of the computer maker's Latitude notebook computers and high-end, Pentium processor-based systems.

Reports for the three months ended Oct. 30, show Dell reporting profits of \$41.4 million (or 93 cents a share), compared with profits of \$12 million (or 26 cents a share) a year ago. Sales increased 17% during the quarter to \$884.6 million from \$757.3 million in the same period of 1993.

**** Windows Printing Gets Support ****

Microsoft Corp. reports that nine printer manufacturers have agreed to support its Windows Printing System technology.

Microsoft notes that the printer makers -- including Canon, Epson, Hewlett-Packard, Lexmark International, NEC, Olivetti and Texas Instruments -- manufacture the majority of desktop printers worldwide.

The Windows Printing System technology is designed to seamlessly integrate printers with Windows 95, providing easier installation, setup and operation and what-you-see-is- what-you-get (WYSIWYG) printing.

**** IBM's PowerPC Computers to Use OS/2 ****

Despite earlier talks with Apple concerning a common operating system for the PowerPC technology it co-developed with Apple and Motorola Inc., reports from Comdex say that IBM and Apple will each equip their PowerPC based computers with different operating software. IBM revealed that it will equip its PowerPC-based machine with the OS/2 operating system, while Apple will use its MacOS.

Due to having to support two different operating systems, some experts feel that this decision may make the cost of developing software for the PowerPC too expensive and some developers may avoid writing software for the PowerPC computers.

**** Apple Passes Compaq in Shipments ****

According to the latest marketing figures from Dataquest Inc., Apple Computer Co. passed Compaq Computer Corp. in PC sales in the United States during the third quarter of this year.

Dataquest researchers say that for the first two quarters, Compaq far outdistanced its competition, but due to the strength of its Power Macintosh line shipping 641,000 units, Apple was able to ship 24,000 more units than Compaq in the third quarter.

**** Microsoft Net Eyes Spring Launch ****

Bill Gates says Microsoft Corp. will launch its new online service -- called Microsoft Network -- in 35 countries in the first half of next year.

Speaking at Comdex, Gates said the system will use financial incentives and special development tools to attract companies that sell information.

Software for linking to the new network is to be part of Microsoft's new Windows 95 operating system, set for release by April.

Reports are that the Microsoft service -- code-named "Marvel" -- will be run by a bank of computers on Microsoft's campus in Redmond, Wash., and will feature news and weather, science and technology, business and sports.

**** DEC Unveils New Chip, Printer ****

Digital Equipment Corp. has unveiled a new faster version of its Alpha microprocessor and has released what it says is the industry's smallest, lightest portable ink-jet printer.

Digital officials said the new Alpha 21066A has an integrated on-chip memory controller and graphics accelerator, which can reduce the cost of computer systems. Included also is a feature that can vastly reduce power consumption during periods of inactivity.

Meanwhile, the new printer, the DECwriter 90ip, introduced at Comdex, is about a foot tall, 5 inches wide and 2 1/2 inches deep and weighs less than 2 1/2 pounds.

Priced at \$340, the unit prints two pages per minute and uses either battery or AC current.

**** Playboy Eyes Online Offering ****

Officials with Playboy magazine say they are looking for a partner to make the publication available on an online service within the next year.

Speaking to shareholders at Playboy Enterprises Inc.'s annual meeting in New York, President/CEO Christie Hefner said the company is working with the media consulting company Creative Artists Agency to find a partner.

**** Microsoft's Cairo Ready in 1996 ****

Microsoft Corp. announced this week that the next generation of Windows NT, "Cairo," will be available in 1996.

"It's safe to say Cairo will be out sometime in '96," Mike Maples, Microsoft vice president of products said.

Windows NT is a powerful operating system for workstations, servers and advanced desktop computing.

Testing on Cairo will begin late next year. It will be fully portable to the PowerPC computer design, which was recently announced by Apple Computer Inc., Motorola Inc. and IBM Corp. Apple plans to introduce in 1996 a computer based on the PowerPC, which will be able to run Windows NT, IBM's OS/2 and several other operating systems.

**** Dell Rolls Out Five New PCs ****

Five new personal computers built around Intel Corp.'s Pentium micro-processor are being unveiled this week by Dell Computer Corp.

Reports say with Pentium chips running at speeds of 75 and 100 MHz, the PCs range in price from \$1,879 to \$5,178, depending on hard drive size and other features. The prices include a monitor. Since June has sold a Pentium 60 MHz PC for just under \$2,000.

Unveiled at Comdex, the new models are in Dell's OptiPlex and OmniPlex brands. The company says it also is rolling out versions in its Dimension family and plans to offer a new 15-inch monitor.

**** U.S. Robotics Offers New Modem ****

U.S. Robotics Inc. has announced its new Total Control MP/8 and Total Control MP/16, which it says integrate the firm's V.Everything modem technology into a low-profile, enclosed chassis.

The MP/16 carries a list price of \$590 per port, while the MP/8 is listed at \$624 per port.

In a statement, the company said it also has created a custom cable for seamless connection to Cisco 2500 series access devices.

**** License Plate Dating Unveiled ****

Pro Components Corp., a computer products distributor based in Southfield, Michigan, has introduced an on-the-road dating service called Love at First Sight (LAFS).

Members get a voice-mail box on the system equal to the first four digits of their license plate number and a LAFS license plate frame that tells other drivers they're a member. Interested drivers can contact members by calling the LAFS system, entering the first four digits of the member's plate number and leaving them a message. The system can also page the mailbox's owner.

"You meet people in your neighborhood, at school, at work, at your health club, at bars -- why not on the road while you're driving?" says Pro Components' owner Mark Campbell. "LAFS gives people a new tool that can be used in a lot of ways. For example, some members are using the system to sell their cars and even their homes. Interested parties call the LAFS number, enter a plate number or an address, and instead of a description of a member, they hear a description of a car or home for sale. It makes the entire process more efficient," says Campbell.

**** Hayes Modems Files Chapter XI ****

Modem industry standard-setter Hayes Microcomputer Products Inc. has filed for protection from its creditors under Chapter XI of the U.S. Bankruptcy Code.

The Wall Street Journal quoted Hayes CEO Dennis C. Hayes as attri-

buting the action to a "short-term cash shortage" brought on by rapidly growing demand amid what the paper terms a series of "manufacturing snafus."

Hayes said the company, whose assets and liabilities total more than \$100 million each, remains solvent and expects to emerge from its reorganization in a matter of months.

Hayes says sales at his 16 year-old company remain strong, with revenue for the fiscal year ended Sept. 30 totaling more than \$270 million, a 38% increase over the previous year. He said the figure would have been much higher, if the company hadn't encountered its manufacturing difficulties. He declined to release information on the firm's net income or to say whether it turned a profit last year.

**** U.S. Marshals Close BBS ****

Microsoft Corp. and Novell Inc. have announced that U.S. Marshals have raided the home of the system operator of the Cloud 9 computer bulletin board system (BBS) for suspected software piracy.

The companies claim that the Minneapolis-based BBS had been offering users access to hundreds of illegal copies of copyright protected software products, including Novell Netware and the beta version of Windows 95.

The Cloud 9 system included 22GB of data. The system components and pirated software were seized at the time of the raid.

A U.S. District Court judge has entered a preliminary injunction prohibiting the system operator from any further infringing activity. The judge also impounded all of the computer hardware and software seized at the time of the raid.

"Although we are competitors in the marketplace, the damaging effects of software piracy greatly harm both our companies -- and all software publishers worldwide," says Jim Lowe, a Microsoft corporate attorney. "Neither Microsoft nor Novell will stand by while bulletin boards illegally offer our products to download. We intend to review the business records and system information of the Cloud 9 BBS, and may bring additional actions against the system's users."

**** Student Admits Stealing Data ****

A 32-year-old Cornell University graduate student has pleaded guilty to using a computer to take sensitive information from the Pentagon's Defense Mapping Agency in a plan to split the profits with a commercial map dealer.

Andrew Fox, who pleaded guilty in federal court in Alexandria, Virginia, to illegal conversion of government property, now faces up to 10 years in prison. The judge set Fox's sentencing for Jan. 20.

Sources say the court documents accuse Fox, a doctoral candidate, of copying data from Cornell's computers to cassette tapes and taking more than 200 tapes in 1993 to his residence in Vienna, Va.

Prosecutors told the court Fox began to provide the tapes to a com-

mercial map dealer, which was going to sell them and split the profits.

**** Prodigy Agrees to Track User ****

Word is Prodigy officials have agreed to track down a subscriber who is accused of libelling Long Island, New York, investment bank Stratton Oakmont in online messages last month.

The New York Times reports this week Prodigy agreed to this in State Supreme Court in Nassau County, New York, in response to a libel suit filed by Stratton Oakmont and bank president Daniel Porush.

The suit alleges the subscriber made libelous statements at least twice during the third week of October, around the time the bank was helping a company with its initial public offering.

Sources say, "The suit raises issues of defamation over electronic networks, a subject with little case law. One issue was whether the electronic bulletin board could be held responsible for the message of one of its users."

Besides Prodigy itself, the suit names as a defendant a David Lusby of Key West, Florida. Meanwhile, Lusby's lawyer is quoted as saying his client's Prodigy account was inactive and that someone else must have been using it without his authorization.

The electronic message at issue in the case appeared Oct. 22 or Oct. 23 on Prodigy's Money Talk bulletin board, where subscribers post comments on financial issues.

**** Atari Corp. Announces Third Quarter Profits ****

Atari Corp. this week reported its financial results for the third quarter ended Sept. 30, 1994.

Net sales for the third quarter of 1994 were \$7.1 million, as compared to \$4.4 million for the same period of 1993, an increase of 61%. For the nine months of 1994, sales were \$23.4 million as compared to \$20.3 million for the same period of 1993, an increase of 15%.

A substantial portion of the 1994 revenues were derived from the Atari Jaguar 64-bit multimedia system. As a result of the limited software library available during the third quarter and the company's increased marketing expenses to promote Jaguar, the company incurred a net loss of \$3.9 million as compared to a net loss of \$17.6 million for the third quarter of 1993. For the nine months ended 1994, the company incurred a net loss of \$8.2 million as compared to a net loss of \$26.2 million for the same period 1993.

Commenting on the report, Sam Tramiel, President, said, "The company continues to focus its efforts on making additional software titles available for the Jaguar. Although late in delivering titles, the developers have passed through the learning curve of harnessing the Jaguar technology and expect a continuous flow of software titles to be available throughout the current Christmas selling season and beyond. We are very pleased with the success of our premier title for 1994, "Alien vs. Predator"(TM), which has been critically acclaimed by various game magazines. Over 50% of existing Jaguar owners have bought Alien vs.

Predator, a very high rate for the industry! Clearly a hit title."

**** Atari and Sega Finalize Deal ****

Atari Corporation announced this week that it has received regulatory approval in connection with its agreements with Sega and the transactions have closed.

Sega has paid Atari \$50 million (Atari's net being less contingent legal fees and costs) in exchange for a license from Atari covering the use of a library of patents. In addition, Sega has made an equity investment in Atari of \$40 million at a common share price of \$8.50. Finally, Sega and Atari have entered into cross licensing agreements through the year 2001. The cross licensing agreement also allows the two companies to publish on each of their respective platforms.

Commenting on the announcement, Sam Tramiel, president of Atari, said, "We are very pleased to have closed these transactions. These funds will be used to increase software development for the Atari Jaguar as well as increased promotional activity and other working capital requirements."

**** Nintendo Unveils 'Virtual Boy' ****

Nintendo Co. Ltd. this week introduced its 3-D virtual reality system it calls "Virtual Boy," a 32-bit game machine with twice the computing processing power of the 16-bit units now popular in the video game market.

Claiming that Virtual Boy will dominate the next generation of video games, Nintendo displayed the new system at a trade show in Tokyo and announced plans to start selling it next April in Japan and the United States for about \$200, reports say.

Virtual Boy seals players inside a private world by blocking out light when their faces are pressed against a viewer. Two light-emitting displays give a 3-D effect, and a small speaker for each ear provide sound effects.

Reports state that the toy's three-dimensional, high-resolution graphics, in shades of red on a black background, make characters and other images seem to jump out and fall back while moving through space.

Those viewing the system for the first time this week expressed disappointment that it was not full-color and does not "track" a user's movements. Nintendo said the full-color system would have been "unaffordable."

"It's not really good-looking yet," Hiroki Sasagawa, a 23-year-old game software developer, said after pulling away from the view piece, mounted on a stand, and releasing the hand-held control panel.

Software cartridges are expected to cost between \$50 to \$70.

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> Frank's Corner STR Feature
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Mac Software Specials
from
Nordic Software

by Frank Sereno

Nordic Software is now offering 60 to 80 percent savings on their line of MacKids educational software. Preschool Pack and WordSearch Deluxe were originally retailed at \$69.95 but are now discounted to \$19.95. Preschool Pack teaches counting, pattern recognition and the alphabet, and develops short-term memory and beginning math skills in children ages three to six. WordSearch Deluxe improves vocabulary in children ages six through adult the solving of the hidden word puzzles included with the program or you can create your own.

Jungle Quest, Word Quest and Christmas Pack were originally \$59.95 but are now discounted to \$14.95. Jungle Quest and Word Quest are adventure games which educate. Jungle Quest requires the child to solve math problems to complete the quest. Problems can be customized. Word Quest allows the child to rescue a kingdom by learning to spell. Spoken words include spelling lists for grades one through six. Words which are often misspelled are emphasized by the program and words which are missed will appear later in the quest. Both Quest games are intended for children ages five to twelve. Christmas Pack is for children ages four and up and includes fifteen Christmas activities. A CD-ROM version is available for \$19.95.

Turbo Math Facts combines racing fun with learning math skills. This program has adjustable difficulty levels and includes tutorials. Turbo Math is discounted from \$49.95 to \$19.95. Kolor Klips is a collection of original 60 clip art pieces which has been reduced from \$74.95 to \$9.95.

Nordic Software also introduces three new products at greatly reduced prices. Language Explorer has been discounted from \$57.95 to \$24.95 for the disk version while the CD-ROM version has been reduced from \$77.95 to \$29.95. This program gives children the opportunity to learn over 500 words in English, French, German and Spanish. The program has five adjustable difficulty levels. The CD-ROM version features the words being pronounced by a native speaker.

Coin Critters is available for \$24.95 discounted from \$57.95. Math skills are learned by solving problems spoken by a human voice. Tasks include identifying American currency, purchasing items and counting back change. Coin Critters is designed for children ages five to twelve.

The final program in this sales offering is Clock Shop. Children ages five to twelve learn digital and analog time by clicking and dragging the hour and minute hands of the clock in response to questions posed by a human voice. This program was reduced in price from \$57.95 to \$24.95.

Hardware requirements for all these programs are a Mac Plus or greater, one meg of ram, hard drive and System 6.0.7 or greater. Language Explorer requires a color Macintosh.

You may contact Nordic Software's order line at 1-800-306-6502 for more details. Visa, MasterCard and personal checks are accepted. There is a \$5.00 shipping and handling charge on each order. Sales tax is charged for sales to Iowa, Kansas, Maine, Maryland, Minnesota, Nebraska, Oklahoma and Wisconsin. If you wish more information on these programs, contact the publisher through the following:

Nordic Software, Inc.
P.O. Box 6007
Lincoln, NE 68506-0007
Phone: 402-488-5086
Fax: 402-488-2914

The Kids' Computing Corner

by Frank Sereno

Nordic Software presents the Preschool Parade for Macintosh and Windows computers. This program is intended for children ages three to six and it includes twenty-three learning activities. Preschool Parade is available in floppy diskette versions for both computer types and as a dual format CD-rom. Windows requirements are Win 3.1 or later, a 386SX CPU or better, ten megs of hard drive space, four megs of ram, 640 by 480 display with 256 colors and a sound card is recommended. For the Mac, required are a Color Macintosh, System 6.0.7 or greater, two megs of ram and 10 megs of hard drive space. For the CD-rom, you must have a CD-rom drive and for IBM compatibles your system must be compliant with MPC Level 1.

The main interface of the program is a multi-screen animated picture of a marching band on a city street. Yellow right and left arrow icons allow the child to scroll through the scenes. Activities are started when the child clicks the mouse on any band character or float or by pressing a function key. Children will learn counting, shapes, letters, puzzle-solving, basic music, matching and the meaning of different and same.

While the program has twenty-three activities, four different interfaces are used for four activities each. Each of these interfaces uses a stop sign to end the current activity and return to the parade. The activities are divided by color, shape, letters and numbers. The child continues these activities until he tires of them and clicks on the stop button.

The talking aardvark is the host for four games involving the matching of colors, letters, numbers and shapes. Four mismatched pairs of objects will be shown on the screen. The child must click and drag a line from the dot next to one object to the dot next to its match. When the child correctly identifies all four pairs, he will hear a very short musical bit. If any of the pairs are wrong, then all the lines will be erased and he will have to start over. I feel the correct pairs should continue to be identified by lines and only the incorrect pairs need to be changed. Also, it would be more informative for the child if he could hear the name of the shapes, letters, colors and numbers when he clicks upon them. Positive feedback is almost nonexistent. The clicking and dragging of lines from dot to dot may be too difficult for younger children as they must hold the mouse button down while moving the mouse. The aardvark will repeat the instructions for the exercises if he

is clicked upon.

Four activities for learning the names of shapes, letters, numbers and colors are hosted by a talking rabbit. The rabbit will be shown on the screen with five balloons. He will ask the child to click on the balloon which features a specific color, shape, letter or number. If he clicks on a wrong answer, it will simply be removed from the screen. A correct answer gets a short little ditty. I believe the child should be told the name of his incorrect choices and that he should receive more positive encouragement than a short sound bit. Instructions will be repeated if the rabbit is clicked upon.

The talking mouse hosts the games for learning differences. This interface features five balloons and one will be different from the others. The child's task is to find the different object. Again, wrong answers are removed if they are clicked upon without the item being named. Correct answers get a disappointing little music bit.

Another four tasks involve finding objects which are the same. The interface consists a turtle holding a balloon featuring the target object. The child must then find the match from five other balloons on the screen. Picking an incorrect answer causes that balloon to pop without that object being named. Correct answers again get a three or four note music bit. The turtle will give instructions when he is clicked upon.

The seven remaining activities all have unique interfaces although they all suffer from the lack of positive, vocal encouragement for correct responses.

Concentration game has no audible instructions. It is designed as a two-player game but an individual can play alone. There is no computer opponent option. The player who is out of turn is indicated by a picture of a sleeping animal with zzz's coming from its mouth. Click on the squares to turn them over to match the pictures underneath. A little bell will sound when a match is made and the computer will keep track of the score.

The Alphabet Adventure has no audible instructions. Four blocks with letters are shown to the left of a large illustration. The computer will describe the picture and state the first letter of its name. The child must then choose the beginning letter the object from one of the four shown. The program will repeat the description if the child clicks on the picture. If a wrong letter is clicked upon, the program will announce it and then remove that letter as a choice. Positive feedback is a few musical notes.

Count Off again fails to have audible instructions or help. The game's objective is to count the marching band members shown on the street. The child can click on each member so they will count off aloud. Members which have been counted will quit marching and will not be counted aloud again. Incorrect responses will be stated aloud and then removed from the screen. This section again has little positive feedback. This activity does not use the stop sign icon but a banner marked "Exit" to return to the main screen. The "next" banner is used to skip a problem.

The Coloring Book allows the child to color four outlined pictures and a blank page. This simple paint program has sixteen colors, two paint brushes and a fill icon. Pictures can be printed to be colored with crayons, markers, etc. The last painted image of each picture is saved. A kaleidoscope icon allows the child to simulate an LSD trip! Sorry, that's

a bad attempt at humor. The icon does cause the picture to meld, fold and rotate like a kaleidoscope. That's interesting but not particularly educational. Again, no audible help is available to the child.

The Jumbled Picture activity again has no audible instructions. The child must click on the picture once to have it jumbled, then click again to stop the mixing. The puzzle is solved by clicking on a puzzle piece and then clicking where it should be located. Four different pictures are available using six to twelve pieces. This exercise should aid in developing problem solving and logic skills.

Marimba is the last activity and it again has no audible instruction. The child can play six different songs by clicking on the colored keys to the pattern of the displayed sheet music or he can listen to the song by clicking on the ear. He can also make original songs by clicking on the keys to make xylophone music. This program does not have the option of recording and playing back the original creations of your child. Piano sounds are used for song playbacks and are scratchy and distorted on my SB PRO audio card. This music is easily heard and distinguished though.

The user guide contains no technical help nor is a phone number provided for technical support. The program should run flawlessly on a properly configured system but most manuals do provide helpful hints should you have trouble. The map provided in the booklet is incorrect on the activities associated with several characters in the marching band. The menu bar is hidden and is accessed by pressing CTRL-spacebar on Windows machines. The program has the option of an adult password to prevent the child from leaving the program without the parent's consent.

Graphics are colorful in the tradition of many children's books using lots of bright colors. Some animations are jerky or do not look like natural movements. Lips are definitely not synched with the sound. The sounds are good usually, especially the marching band song. Voiced instructions are easily heard and understood. Not many sound effects are used. The one problem was the poor sound quality of the piano playback in the Marimba game.

The interface needs improvement. Some activities do not have audible instructions or help. The clicking and dragging of lines in some matching activities is difficult for younger children to master. The lack of feedback is a serious flaw. The magic of the computer is that it can easily provide enthusiastic responses to correct answers long after a loving parent has become too tired show the proper enthusiasm. In instances where an incorrect answer is chosen, I believe the child should be told the name of the object, letter or color he has chosen and reminded of his intended target. Inaccuracies in the program booklet regarding the map of activities are a minor inconvenience and do not affect gameplay.

Play value is average to below average. The lack of positive feedback does not encourage the child to continue the activities for too long. Many of these exercises are the computer equivalent of flash cards. Do you remember those fondly? I think not. Another problem is that most of the exercises have no conclusion. The child continues an activity until he is bored with it, which won't take too long because of the lack of positive feedback. If the parent or teacher provides the necessary feedback, the child probably will play long enough to learn.

Educational value is good in that the program covers many subjects necessary for preschoolers to learn before entering kindergarten. The design of the exercises seems good except the lack of positive feedback to

encourage long enough sessions with the program. If you purchase this program, you MUST provide the missing encouragement to get a full return on this software investment.

Bang for the Buck. Preschool Parade sells for about \$40 retail. This program is only a good buy if a parent is willing to provide the encouragement and incentives that this program failed to include. It does have a good educational basis but this program seems quite primitive in comparison with its competition. If this program is updated to overcome its shortcomings, it could be a good buy but I cannot recommend it in its current form.

Ratings

Graphics	8.0
Sounds	7.0
Interface	6.0
Play Value	6.0
Educational Value ..	7.0
Bang for the Buck ..	6.0
Average	6.67

###

Activision announced recently that it has signed an agreement with Jim Henson Productions for the development of Muppet Treasure Island. This program will be the first title in a new product line called "Adventures Games That Teach." Activision intends to use high production values and Hollywood talent to bolster the Activision for Kids label to major contender status in the children's software market.

Activision will bring children into the fantasy world of Robert Louis Stevenson's Treasure Island by using 3-D backgrounds and live action footage of Kermit the Frog and Miss Piggy. The program is intended to combine storytelling with educational activities that will delight and educate both children and parents. Muppet Treasure Island has an expected release date of Thanksgiving, 1995.

Activision also plans to bring many of its best-selling titles from the 80's back to prominence in the 90's. The first of these titles was last year's successful release of the multimedia adventure, Return to Zork. The next of the Infocom text adventures to get the multimedia treatment will be Steve Meretzky's Planetfall. Additional material will be provided by Hans Beimler and Richard Manning who wrote screenplays for several years for Star Trek: The Next Generation. Activision is also planning another return to the magical world of Zork with an unnamed title due in 1995.

In the first quarter of 1995, Activision promises to release two compilations of Windows versions of their best titles from the Atari 2600 video system. These compilations will include ten to fifteen titles each and will include titles such as Pitfall!, Kaboom!, River Raid and Chopper Command. The games will be true to the originals and will come on a choice of floppy disk or CD-rom. So parents will now get the chance to show their children what gaming used to be like without having to hook up an aging game console. Anybody up for a game of Freeway?

And speaking of classics, Activision is bringing a new Pitfall! adventure to the Sega Genesis, Super Nintendo and the PC. Pitfall: The Mayan Adventure features the son of the original Harry in more spine-tingling

adventures. Fight crocodiles and explore abandoned mines. The program will feature traditional cell animation by Kroyer Films, the company which produced the animated feature, FernGully: The Last Rain Forest. Hidden within the game will be a replication of the original Atari 2600 game. Pitfall: The Mayan Adventure should be available in retail outlets soon.

###

Edmark Corporation announces the imminent release of Imagination Express, an interactive storybook maker for kids of all ages. The program will be available on CD-rom for both Windows and Macintosh machines.

Imagination Express uses Theme Packs, each having its own unique art style and containing hundreds of character and object stickers, richly illustrated backgrounds, animations, video clips, sound bites, educational tips and more. Children can then create stories by making scenes, adding text, music, dialogue and narration. Stories can be played back on the computer or printed out for sharing. Edmark included some samples of color and laser output and it is beautiful.

Imagination Express will ship with the Destination: Neighborhood Theme Pack which features characters and scenes of typical American life. As a special introductory offer, a bonus Theme Pack, Destination: Castle will be included. Destination: Castle features dragons, knights and more.

This program contains proprietary technology to allow images to be automatically sized for the proper perspective as they are moved about the screen. If an image is moved to the back of the picture, it will become smaller. Objects can also be placed in front of or behind other objects on the screen. For example, a character could be placed inside a house to peek out a window.

The Adult Options section will allow parents to restrict tools to make the program simpler for younger users or to enable all the tools to allow older children to make complex multimedia productions.

Theme Packs will include Story Ideas via video clips of children discussion story lines. A Fact Book is included with fascinating information concerning each theme. Also included is a Dear Parents section which gives tips to parents on getting the most out of the software for their children.

Imagination Express will retail for \$40 and will be available through major software retailers and software catalogs. A School Version will be made available in 1995. Additional Theme Packs will also be made available in early 1995 but no pricing information is available at this time. For more information, call Edmark Customer Service at 206-556-8484.

###

Items coming up for review in the Kids' Computing Corner include a Wallobee Jack adventure from WordPerfect MainStreet, Wanderoos Go Exploring by Optical Data Interactive, Word Stuff and Adventures in Flight from Sanctuary Woods, and Thinkin' Things Collection 1 on CD-rom and Thinkin' Things Collection 2 on floppy disk from Edmark.

The Internet mailing list is still under construction. More details on that as they become available. Meanwhile, please contact me via the following addresses:

As always, I thank you for reading!

Portable computer users who are constantly on the road all claim the biggest problem with getting a notebook PC repaired may be that the owner doesn't stay in one place long enough. IBM is addressing the situation by establishing a new repair service for the ThinkPad notebooks. "EasyServ" overnight repair option allows traveling ThinkPad users give a malfunctioning computer to FedEx. Who then delivers it to the special Technology Service Solutions repair center. The center is a joint venture IBM established with Eastman Kodak Co. The service is designed to accept the defective machine, repair it and ship it back to whatever the designated destination may be via FedEx overnight.

"PLUG & PLAY" HDTV CAMERAS FOR PCS/MACS AT COMDEX

=====

EG&G Reticon displayed three new imaging peripherals for PCs and Macs that are billed as the very first "plug-and-play" HDTV (high definition television) desktop cameras. "There are two types' of HDTV: HDTV for broadcast use, and higher resolution HDTV for scientific imaging". EG&G's 1024 by 1024 pixel HDTV cameras provide the higher resolution required for scientific imaging, at prices starting at under \$5,000.

COMDEX - Gates Keynotes

=====

Bill Gates of Microsoft opened the 1994 COMDEX-Fall'94 in Las Vegas with a keynote address done from the Aladdin Hotel Theater for the Performing Arts. Gates began his keynote address by saying that the pace of change has never been greater, and that the information highway is now being shaped. He said there are 40 million PCs sold every year and he expects the growth to continue. "The pace of innovation is the key to growth," he said, "and processor performance is also key."

FED'S #2 MAN GOES TO IBM

=====

The FBI'S No. 2 "BOSS MAN" retires as of 12/30/94. Namely, Deputy Director David Binney, who joined the FBI in 1970. Binney will assume the position of Director of Security for IBM Corp. in Armonk, N.Y.

Over the course of the next three weeks, we shall be presenting a good deal more of Comdex info. The flow of information about new products being shown from Wireless Networks to Calamus NT has been overwhelming. Once its all sorted out it'll be presented in a uniform format. It promises to be quite a job.

> Micrografx Designer STR FOCUS!

HINTS & KINKS!

=====

MICROGRAFX DESIGNER HINTS

=====

1) Many of the Designers dialog boxes have a lot of extra functionality in them. In the upper right hand corner of some dialogs is a little button with 2 arrow pointing to the right. This is the Details button. When pressed the dialog box will open up to show extra and sometimes more advanced options to do. Here is a list of the dialogs that have this function.

File Save	- Reveals the description field.
Page Setup	- Show a preview of the page that you are creating.
Transform	- Enables the transform stack for combining symbol rotation, scaling and movements.

Spell Checker - Reveals custom dictionaries.
Palette Manager - Reveals the 2 and 4 color automatic color mixer.

2) There are two ways in designer to select symbols with a mouse. The default way is called visible picking and it requires that you click on the fill or the edge of a symbol. This allows a more natural way of selecting what you see. The second method, overlapped picking, allows you select symbols whose bounding boxes are beneath the mouse cursor. It is active by holding ALT key while picking. This is useful quickly selecting overlapped or obscured symbols that cannot be selected by the visible method. Continuing to click while the ALT key is down will cycle through all the symbols whose bonds are fall within the cursor.

3) Clicking the right mouse button on the work area brings the mouse menus actions for the current mode. Holding the ALT key down when right clicking will perform any user defined designer command. This is useful for performing common commands very quickly. The user may set the right mouse command in the preferences dialog.

4) You can quickly change the symbol colors with any line or fill style by simply clicking in the Floating or Ribbon Color Palettes. Left clicking a color changes the primary fill color, while shift left clicking a color changes the secondary fill color. Primary colors are the solid, starting gradient, hatch, symbol, and bitmap colors. Secondary colors are the background and ending gradient colors. Right clicking or shift right clicking changes the primary and secondary colors of the line.

5) Clicking the system menu button of the floating palette brings up a menu of all the palette management functions. This includes: adding, deleting, sorting colors and arranging colors as well as enabling color names, changing palettes, and spawning the palette manager dialog.

6) Clicking Fill style button in the status bar with the right mouse button will make that style the default style. Clicking the Line style button in the status bar with the right mouse button will make that line style default. Making a style default means that any symbols created after that point will have that style. Left clicking these buttons brings up the line or fill dialogs.

7) The status bar at the bottom of the workspace has several handy picture buttons. These are the snap points, snap to rulers, zoom page, zoom in, zoom out picture buttons. Clicking on these pictures will perform the particular action or command.

8) You can add any command to the designer toolbar. Just use the menu command File > Preferences > Toolbox to bring up the toolbox dialog which allows you to customize your interface.

9) Profiles are a collection of all of your preferences. You may want to use a different profile for different kinds of work (such as graphic design or technical illustration). You may want to change preferences for one particular session or project, and then return to your normal preferences. The profile document stores such things as your styles, palettes, units, and tools. Use the menu File > Preferences > Profile bring up the Profile dialog. This dialog will allow you to add, delete, change and save your different profiles.

10) Moving while drawing - This useful feature allows you to move a symbol before you finish drawing it. While drawing a symbol such as a rectangle, press and hold the right mouse button without releasing the left mouse

Pentium at the center. Through the course of the mini-series, we shall cover in detail the installation of each of the custom peripherals which are listed below.

The Peripheral List:

- A)- 2 1083 Mb Western Digital 31000a Enhanced IDE Hard Drives
- B)- 1 Teac CDROM CD55a 4x Drive
- C)- 1 Mitsumi IDE CDROM Drive
- D)- 1 Archive Viper 250mb SCSI Tape Backup
- E)- 1 Sound Blaster AWE32 Sound Card w 2mb & Roland SCD-15 Daughter Board.
- F)- 1 Maxtor 340Mb SCSI Hard Disk
- G)- 1 Canon IX-4015 SCSI Color Scanner 1200lpi w/ADF
- H)- 1 Fargo Primera Pro Color Printer 600dpi
- I)- 1 Hewlett Packard Laser Jet 4P Printer 600dpi
- J)- MAG Innovision MX17F Color Monitor 17" Non-Interlaced
- K)- 1 USRobotics Dual Standard V.34/V.FC/28.8 External Modem
- L)- Adaptec 1542cf SCSI Busmaster card & EZ SCSI Software along with a few other items yet to be made mention of.

Installation of DOS 6.22 & WFWG 3.11
SET-UP of System

by Ralph F. Mariano

In addition to reporting on the installation of the AWE32 card, its entourage, the Corel 5 package and the various SCSI peripheral installations, a few surprises arrived this past week that'll be included.

Let's begin shall we? The AWE 32 card... is BIG.. REAL BIG in fact, there are some who thought it would not fit in this ZEOS Pantera. It did fit rather nicely and now the only thing that's BIG is its sound output. The AWE 32 has to be the "sound card for all occasions" and of course running in the Zeos only makes it better. Two megabytes of ram were installed on the Awe32 along with a Roland SCD-15 while it was out, within easy reach. Connected to the AWE is a TEAC CD55a 4x CDROM. This configuration, including ZEOS with its own IDE CDROM allows for easy twin CDROM usage. You ask what would you use TWO CDROMS for? That's easy... first, after we installed COREL 5 from CD to run from CD, we can now keep the CD for the Corel programs in one CD and the other CD can be used to access all the great clipart and photo-CD libraries. You see, Corel allows you to install the ensemble at a minimum to the hard drive and run the entire package from the CD. The "catch" is you must leave the CD in the drive when running Corel. Thus, the second CDROM becomes quite useful.

Microsoft doesn't set them up by default. You must do that on each system.

Details on how to optimize specific WFWG settings appear below, along with some general things to check after installing WFWG. The first three settings appear in Control Panel, Enhanced, Virtual Memory.

1. Enable 32-bit disk access if your hard drive and controller are compatible.

Usually (but not always), the 32-bit disk access checkbox will be grayed if your hardware is incompatible. You should NOT enable 32-bit disk access if your hard drive controller is not WD1003-compatible, if your drive is partitioned for more than 1024 cylinders or if you're on a battery-powered machine. If you're using power management software that spins down your drive during inactive periods, check with the vendor to see if 32-bit disk access is OK.

2. Enable 32-bit file access. If you have 4mb RAM, set the cache to 512. For 6mb RAM, use 1024. (With less than 8mb RAM, you will probably want to disable SMARTDRV. See #4 below). With 8mb or more RAM, after adding 32-bit file access cache plus SMARTDRV cache, you should be left with at least 6mb RAM. (That minimum figure can be 4mb on a dedicated WFWG server.) Another way to look at it is that 32-bit file access cache plus SMARTDRV cache should not exceed more than 25% of the total RAM on a workstation.

3. Set up a permanent swap file. Usually the number Windows suggests is right for your system, about 1-2 times the RAM size, up to a maximum of 16mb. Note that a permanent swap file must be set up on an uncompressed local drive. If your main drive is compressed, it really is worth the effort to reconfigure its size to leave enough room on the uncompressed partition for the swap file.

The next settings concern AUTOEXEC.BAT and CONFIG.SYS. The best way to edit them from within Windows is with the SYSEDIT program.

4. If you have less than 8mb RAM, remove SMARTDRV from AUTOEXEC.BAT. If you have 8mb RAM or more, you may want to consider removing SMARTDRV if you don't need it. With 32-bit file access turned on, SMARTDRV caches only floppies and CD-ROM. If you use CD-ROM or floppies extensively, you may want to increase the Windows cache, the second number in the SMARTDRV command line, since turning on 32-bit file access reduces it to 128. See #2 above for recommendations on total system cache size.

5. Check AUTOEXEC.BAT and CONFIG.SYS for other commands you might no longer need if you're running Windows. Depending on the way you work, these may have included the MOUSE driver, DOSKEY and other TSRs. If you have any doubt, remark it out for now, rather than remove it completely. Be especially cautious with drivers in CONFIG.SYS. Have a boot disk handy just in case.

6. Once you have AUTOEXEC.BAT and CONFIG.SYS streamlined, use a memory optimization program to get the best configuration. If you're using EMM386 for memory management, you'll use the Memmaker program. Otherwise, use the optimization routine that came with your memory manager.

NOVELL ISSUES =====

If you are running WFWG over Novell NetWare, it is crucial that you have

the latest Novell client files. The list below was current as of 10/10/94.

Download the file(s) you need by doing GO NOVFILES and picking from the list. Note that if you're using ODI drivers, you should get VLMUP1.EXE, even if you're using NETX instead of VLMs.

File	Notes
NET33X.EXE	Latest NETX & NETWARE.DRV Files (DOS & Windows!) NOT required for VLM users.
VLMUP1.EXE *	Latest DOS ODI drivers & VLM's (v1.20) Required for all ODI users, including NW4.02
NWDLL11.EXE	Latest Windows DLL's for VLM's & NETX Required for ALL Windows/WFWG users (inc. NW4.02)
WINDRV1.EXE *	Latest Windows drivers(No NETX Netware.drv-see NET33X) Required for ALL Windows/WFWG users(inc. NW4.02).

* NOTE:

VLMUP1 & WINDRV1 are upgrades to VLM clients as supplied with NW3.12 and higher. NW 3.11 and prior users must order the VLM Client Kit (\$99 for a corporate license). Call 1-800-UPDATE1 or GO NOVFILES to place your order. After installing the kit, apply the appropriate updates.

Further Notes:

PLEASE BE SURE TO READ THE TXT & DOC FILES CONTAINED IN THESE UPDATES!

WFWG 3.11 and 3COM users: - Important patch from Microsoft

If you using WFWG and 3com (specifically 3c509) get WG1004.EXE from MSL (see below). Also GO ASKFORUM for new 3Com drives (esp. 3c503) as those that ship with NW3.12 & 4.0x do not work with 32-bit file access.

MSWFWG, MSKB and MSL
=====

If you downloaded this file from the MSWFWG forum on CompuServe, then you probably already know that you can get a lot of helpful information there. Help will come faster if you give your messages titles that describe your problem and include information on your hardware and software configuration. Make sure that you post your messages in the proper section to speed a response.

The Microsoft Knowledge Base (GO MSKB) contains thousands of articles that can help you solve problems and decide whether a particular piece of hardware will work with your system. Search for "Windows for Workgroups" in the document text to get the most inclusive list of relevant documents.

Several updated files for WFWG 3.11 have been released to resolve particular problems. Here is a list of those available from the Microsoft Software Library (GO MSL) as of this writing, along with Microsoft's brief description of the problem. The MSL also contains WFWG drivers for EGA, CGA and Hercules monitors and Microsoft's DLC and TCP/IP protocols. To search for all MSL files related to Windows for Workgroups, use the keyword "WFWG." To download any of the application notes listed below, choose to download the filename e.g. WG0970.EXE.

WG0970: VNETBIOS.386 CORRECTS REAL-MODE TRANSPORT PROBLEMS

If you run multiple real-mode transports with Windows for Workgroups when the protected-mode redirector (VREDIR.386) and the protected-mode server (VSERVER.386) are loaded, you eventually run out of network control blocks (NCBs). As a result, you receive the following error message:

Too many outstanding commands.

The updated VNETBIOS.386 file included with this Application Note corrects this problem by allotting more hardware control blocks (HCBs)

WG0971: NDIS2SUP.386 CORRECTS PROBLEMS RESTARTING WINDOWS FOR

WORKGROUPS ON TOKEN RING MACHINES

You may have problems quitting Windows for Workgroups version 3.11 on systems using the NDIS version 2 IBM token ring driver (IBMTOK.DOS). If you run, quit, and then restart Windows for Workgroups (without restarting the computer), the computer usually stops responding (hangs). With this driver, you may also notice that your video display is reset after you quit Windows for Workgroups. For example, if your video display is set to 50-line mode before you run Windows for Workgroups, it may be reset to 25-line mode after you quit.

This Application Note contains a new NDIS 2.0/3 support layer file (NDIS2SUP.386) to correct these problems.

[Note: See WG0988 below for another potential problem with IBM Token Ring cards.]

WG0973: RMM.D32 CORRECTS FIVE-SECOND DELAY WHEN STARTING WINDOWS(TM)-BASED APPLICATIONS

When you start a Windows-based application under Windows for Workgroups 3.11, you may experience a five-second delay before any disk activity occurs and the application begins to load. This delay occurs if you have 32-bit file access enabled and you are using one of the following network configurations:

MSIPX
Novell(R) NE2000.COM ODI driver and IPXODI

NOTE: Microsoft has confirmed this problem occurs with version 1.34 of the NE2000 multiple link interface device (MLID) driver (dated 6/3/91) and the versions included in the Novell DOSUP7 and DOSUP8 client files (dated 1/18/93 and 7/30/93, respectively).

This delay is caused by the 32-bit file access real-mode mapper (RMM.D32) timing out. Once the application loads, it runs at normal speed because it is now stored in the 32-bit disk cache (VCACHE.386).

You can work around this delay by disabling 32-bit file access or by installing the updated RMM.D32 file contained on the WG0973 disk included with this Application Note. The updated RMM.D32 file is not hard-coded for a five-second time-out. Instead, it has a one-second default time-out and can be configured using the RMMTimeout= entry in the

SYSTEM.INI file.

[Note: The current versions of NetWare support files are contained in DOSUP9.EXE and WINUP9.EXE.]

WG0974: VKDA.386 CORRECTS KEYBOARD PROBLEMS ON AMBRA COMPUTERS

When you start Windows for Workgroups version 3.11 on an Ambra computer, your system may stop responding (hang) at the password dialog box or in Program Manager (if you set your password to null during Setup). The WG0974 disk included with this Application Note contains a new virtual keyboard driver to correct this problem.

WG0988: IBMTOK.386 CORRECTS PROBLEMS
WITH EXITING WINDOWS FOR WORKGROUPS

When you use the Windows for Workgroups version 3.11 IBMTOK.386 driver, you may experience the following problems:

- A stack overflow error message occurs when you exit Windows for Workgroups.
- Your system stops responding (hangs) when you exit Windows for Workgroups.

This Application Note contains a new IBMTOK.386 driver to correct these problems. The new driver allows the MCA IBM(R) token ring card to correctly disengage from the network ring when the network interface card (NIC) is set for IRQ 2.

[Note: See WG0971 above for another potential problem with IBM Token Ring cards.]

WG0991: UPDATED NE2000.386 ALLOWS
WINDOWS FOR WORKGROUPS TO START CORRECTLY

When you use the Windows for Workgroups version 3.11 NE2000.386 driver with a Novell NE/2 network interface card (NIC), your system may stop responding (hang) when you try to start Windows for Workgroups.

This Application Note contains an updated NE2000.386 driver to correct this problem.

WG0992: UPDATED FILES FOR MICROSOFT AT WORK(TM) PC FAX VERSION 1.0
=====

This Application Note contains updated files for Microsoft At Work PC Fax version 1.0 that correct a number of problems:

WG1001: UPDATED SERIAL.386 DRIVER FOR WINDOWS(TM) FOR WORKGROUPS
=====

When you use Windows for Workgroups version 3.11 with serial communications software, you may experience the following problems:

- If you are using a Pentium(TM)-based machine with a 16550 UART chip, your system stops responding (hangs) if there is data in the chip when the serial communications application attempts to open the communications port.

A problem with the 16550 UART implementation causes the chip to become trapped in a mode in which data is always detected in its FIFO buffer.

- When you are using communications software, you may be able to make one connection after starting Windows for Workgroups, but any subsequent connections fail and may hang your system.

This problem occurs when SERIAL.386 sends an extra NUL character through the port when the communications software calls the CloseComm application program interface (API) function. While this does not normally cause problems, your second connection may fail with some modems.

This Application Note contains an updated SERIAL.386 driver that corrects both of these problems.

WG1004: UPDATED MSODISUP FILE CORRECTS PROBLEMS
USING 3COM(R) 3C509 AND 3C5X9 ODI MLIDS

If you use the 3Com EtherLink(R) III (3c509) network interface card (NIC) and a 3Com ODI MLID (3C509.COM or 3C5X9.COM) with Windows for Workgroups version 3.11 and Novell NetWare is installed as your secondary network, your system may:

- Stop responding (hang) when you copy large files across the network.
- or-
- Inadvertently lose network connections.

This Application Note contains an updated MSODISUP.386 file that corrects both of these problems. The updated file correctly adjusts the counter for the number of outstanding packets to be copied off the NIC after the MLID fails to copy an incoming packet off the NIC.

This Application Note also contains an updated NETWORK.INF file that corrects binding entry errors with the 3Com EtherLink III 3c5x9 driver. The updated NETWORK.INF uses MLID=:3C5X9.COM instead of MLID=:3C509.COM.

WG1027: UPDATED NWLINK.386 ALLOWS ROUTING ACROSS CISCO ROUTER
=====

When you are using the Windows for Workgroups version 3.11 NWLINK.386 file to connect to a network that uses a Cisco router, the following problems may occur:

- Windows for Workgroups workstations configured with the "IPX/SPX Compatible Transport with NetBIOS" option cannot communicate across a Cisco router when both Novell routing and DECnet routing are enabled.

-or-

- A Windows for Workgroups workstation displays the "Error 51: Failure to Connect" message in response to the NET USE \\<SERVER>\<SHARENAME> COMMAND.

These problems occur when NWLINK.386 does not correctly handle certain Cisco router addresses that begin with the letter A. Any address with the high-order bit set on an end or intermediate system results in NWNlink truncating the routing address, which causes the network connection to fail.

This Application Note contains a revised NWLINK.386 file that corrects this problem.

A T T E N T I O N -- A T T E N T I O N -- A T T E N T I O N

FARGO PRIMERA PRO COLOR PRINTERS - 600DPI

For a limited time only; If you wish to have a FREE sample printout sent to you that demonstrates FARGO Primera & Primera Pro SUPERIOR QUALITY 600dpi 24 bit Photo Realistic Color Output, please send a Self Addressed Stamped Envelope [SASE] (business sized envelope please) to:

STReport's Fargo Printout Offer
P.O. Box 6672
Jacksonville, Florida 32205-6155

Folks, the FARGO Primera Pro has GOT to be the best yet. Its far superior to the newest of Color Laser Printers selling for more than three times as much. Its said that ONE Picture is worth a thousand words. Send for this sample now. Guaranteed you will be amazed at the superb quality. (please, allow at least a one week turn-around)

A T T E N T I O N -- A T T E N T I O N -- A T T E N T I O N

:HOW TO GET YOUR OWN GENIE ACCOUNT:

Set your communications software to Half Duplex (or Local Echo)

Call: (with modem) 800-638-8369.

Upon connection type HHH (RETURN after that).

Wait for the U#= prompt.

Type: XTX99587,CPUREPT then, hit RETURN.

Fire up that high-speed modem and head for your favorite GENie Software Library! Effective October 10, 1994, you'll be able to participate in an open beta test, offering access to GENie Services at 9600 bps for as little as \$5.00 per hour.

As a result of an arrangement with Sprint, GENie will be offering 9600 bps access from almost 300 SprintNet locations. Best of all, this high-speed access will not be subject to high-priced surcharges. The normal \$2.00 per hour SprintNet surcharge will apply...even at 9600 bps! This open beta test is expected to run through the end of the year.

To find the number of the SprintNet access number nearest you, simply type PHONES at any GENie menu prompt (or use the "Move To Keyword" option in GENie for Windows and type PHONES). Remember, this rate applies only to 9600 bps access via SprintNet. So be sure to choose the access number showing "9600" in the "Baud Rate" column AND "SprintNet" in the "Network" column.

From the "Fine Print" department, please note that the \$2.00 per hour surcharge for SprintNet access is applicable even during your initial four

hours of monthly usage.

So, whether you're into downloading software, reading bulletin boards, or accessing databases, it's about to become cheaper to do it faster!

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The Macintosh RoundTable

Managed by SyndiComm

An Official Forum of the International Computer Users Group

*** STReport available in MAC RT ***
ASCII TEXT
for ALL GENie users!

MAC/APPLE SECTION (II)
=====
John Deegan, Editor (Temp)

> CREATIVE NEWSWIRE STR InfoFile

Creative Enters Compact Disc Recordable Market
with Digital Edge CD-R
Complete CD-R Solution for Under \$2000

SINGAPORE -- November 14, 1994 -- Creative Technology Ltd (Nasdaq:CREAf) today announced its initial entry into the Compact Disc Recordable (CD-R) market with the introduction of Digital Edge CD-R(tm), a complete write-once compact disc authoring and data archival solution. Unlike traditional CD-ROM, CD-R technology allows data to be written to a specially constructed blank compact disc, which in turn can be read by a standard CD player or CD-ROM drive. Recordable CDs provide a solution for consumers who need to store, transport, and have access to large quantities of data. CD-Recordable discs are highly portable, can withstand enormous amounts of abuse and offer up to 650Mb of storage capacity. Creative anticipates CD-R will be rapidly adopted by mainstream consumers including corporate communications and training departments, multimedia authors, and those consumers looking for high capacity data archival capabilities.

As the number one provider of CD-ROM multimedia upgrade kits in the world, Creative is ideally positioned to develop and bring to market a complete CD-R solution that supports the major CD-ROM formats available today. The Digital Edge CD-R will be introduced with an attractive suggested retail price under US\$2000. Creative anticipates the Digital Edge CD-R will expand and transform the CD-R marketplace by leveraging Creative's massive reseller network and customer support services to deliver a complete high performance, high value CD-R solution to the consumer market.

"It has been Creative's philosophy to bring balance to the equation between expensive, high-end technology and mainstream customer needs," said Sim Wong Hoo, CEO and chairman of Creative Technology. "Digital Edge CD-R is no exception -- CD-R technology has matured to where it can be beneficial to corporate and small business customers. Creative has priced our CD-R solution to encourage the market to embrace this technology. Just as Creative brought the first complete CD-ROM multimedia kit solution to market three years ago and encouraged its growth into a standard computing tool, we will do the same with CD-R."

Applications for CD-R technology include desktop publishing, electronic pre-press, graphic design, small volume data distribution, confidential data distribution, back-ups/archiving, CD pre-mastering and multimedia authoring. The introduction of the Digital Edge CD-R will expand the capabilities of these markets by making the technology for creating CDs available on a widespread basis.

The Digital Edge CD-R can store 650 Mb of data on a single disc, which equals over 70 minutes of digital sound or video. It features an external 5.25" half-height unit, a SCSI-2 interface with rotary/DIP switch SCSI ID selection, and a caddy-based transport (preferred for CD-R to reduce the risk of a write failure). It has a 2X read, 2X write capability and is one of the few solutions available today that supports the major CD-ROM formats, including:

red book

- digital audio (ability to record or playback audio compact disc)

yellow book

- CD-ROM (ability to read/write to standard CD-ROM)

orange book

- multi-session (ability to add files on a recordable CD)

white book

- video CD (ability to playback MPEG encoded video)

To complete the software solution, Digital Edge CD-R will come supplied with CD-R authoring software from InCat Systems Software USA, Inc. InCat Systems' EASY-CD PRO was awarded the InfoWorld Buyers Assurance Seal for Microsoft Windows- based CD-R authoring packages.

Digital Edge CD-R comes complete with InCat Systems'

EASY-CD PRO, a SCSI-2 interface card for the PC, SCSI cable and five blank 74-minute recordable CDs. Initial shipments will begin the end of December.

CONTACT INFORMATION

Theresa Pulido
Creative Labs, Inc.
(408) 428-6600 ext. 6416

Lisa Kimura
Copithorne & Bellows
(415) 284-5200

Creative Technology Introduces
New Edition of Discovery CD(tm) 16 Multimedia Kit

SINGAPORE -- November 14, 1994 -- Creative Technology Ltd (Nasdaq: CREAf) today introduced a new edition of the highly popular Discovery CD 16 Multimedia Kit. The new kit, with a suggested retail price of US\$379.95, is priced 10% higher than the original kit. The new kit will be available in December, 1994.

The new edition of the Discovery CD 16 includes an additional four titles: Ultima VIII, Strike Commander, and Wing Commander II, all from ORIGIN Systems, and Syndicate Plus from Electronic Arts, for a total of 19 exciting software titles.

CONTACT INFORMATION

Benita Kenn
Creative Labs, Inc.
(408) 428-6600 ext. 6406

Creative Technology Ltd develops, manufactures and markets a family of sound and video multimedia products for PCs under the Blaster family name. The company's Sound Blaster sound platform enables PCs to produce high-quality audio for entertainment, educational, music and productivity applications, and has been accepted as the industry standard sound platform for PC-based software.

Creative Technology Ltd was incorporated in 1983 and is based in Singapore. Creative Technology's U.S. subsidiaries include Creative Labs, Inc., E-mu Systems, Inc., Digicom Systems, Inc. and ShareVision Technology, Inc. Creative also has other subsidiaries in China, Europe, Japan, Malaysia, Singapore, and Taiwan. The company's stock is traded on Nasdaq under the symbol CREAf and on the Stock Exchange of Singapore.

#

Sound Blaster is a trademark of Creative Technology Ltd. E-mu is a registered trademark of E-mu Systems, Inc. and ShareVision is a registered trademark of ShareVision Technology, Inc. All other trademarks are property of their respective owners and are hereby recognized as such.

MEDIA TRAFFIC Brings;

NEW YORK, NY, November 11, 1994 - Onlook Corporation, announces the release of Media Traffic v1.0 for Windows, an application which adds multimedia to the Windows interface. Media Traffic lets users attach video, animation, graphics and sound to a list of over thirty system events. Now anyone running Windows 3.1 can display video clips when starting and/or ending Windows, play an animation sequence when quitting an application, assign sound effects to the mouse and keyboard, and much, much more! "With millions of Windows users through out the globe possessing video capable computers and finding no opportunity to utilize the media, the time has come for a program which provides a useful solution," said Ray Sidwell, President of Onlook Corporation. "Media Traffic is designed to make video, animation, graphics and sound an integral and familiar part of the Windows experience. It's fun, fast, and easy to use."

A demonstration copy of Media Traffic can be found on a number of popular on-line services like CompuServe and America Online (search "MTDEMO").

Onlook Corporation is a privately held software company founded in 1993. Its President, Ray Sidwell, has worked in the film and video industry for over nine years and is a leading film researcher in New York City.

Media Traffic is a trademark of Onlook Corporation. Windows is a trademark of Microsoft Corporation. Autodesk Animator is a trademark of Autodesk, Inc.

IMPORTANT NOTICE!

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STReport International Online Magazine is available every week for your reading pleasure on DELPHI. STReport's readers are invited to join DELPHI and become a part of an extremely friendly community of enthusiastic computer users there.

SIGNING UP WITH DELPHI

=====

Using a personal computer and modem, members worldwide access
DELPHI services via a local phone call

JOIN --DELPHI

Via modem, dial up DELPHI at 1-800-695-4002

then...

When connected, press RETURN once or twice

and...

At Password: type STREPORT and press RETURN.

DELPHI's 20/20 Advantage Plan

20 Hours for Only \$20!

Advantage Members have always enjoyed the lowest DELPHI access rates available. On the new 20/20 Advantage Plan, members receive their first 20 hours of access each month for only \$20. If you happen to meet someone online or find some other diversion, don't worry because additional usage is only \$1.80 per hour.

20/20 Advantage rates apply for access via SprintNet or Tymnet from within the continental United States during home time or via direct dial around the clock. Home Time is from 6pm to 6am weekdays. Access during business time carries a surcharge of \$9 per hour. These rates apply for most services, but note that there are some surcharged areas on DELPHI which are clearly marked with a "\$" sign.

Who is eligible to take advantage of the plan? Any DELPHI member in good standing. Applications are reviewed and subject to approval by Delphi Internet Services Corporation.

It's easy to join. If you meet the eligibility requirements, you can apply online -- at any time -- for membership in the DELPHI 20/20 Advantage Plan. Your membership becomes active at 4 a.m. Eastern Time on the first billing day of the following month.

The \$20 charge will be billed to you at the beginning of the month to which it applies. Any portion of the 20 hours not used in any month does not carry forward into the next month.

Advantage rates may be changed with 30 days notice given online.

TRY DELPHI FOR \$1 AN HOUR!

For a limited time, you can become a trial member of DELPHI, and receive 5

hours of evening and weekend access during this month for only \$5. If you're not satisfied, simply cancel your account before the end of the calendar month with no further obligation. If you keep your account active, you will automatically be enrolled in DELPHI's 10/4 Basic Plan, where you can use up to 4 weekend and evening hours a month for a minimum \$10 monthly charge, with additional hours available at \$3.96. But hurry, this special trial offer will expire soon! To take advantage of this limited offer, use your modem to dial 1-800-365-4636. Press <RET> once or twice. When you get the Password: prompt, type IP26 and press <RET> again. Then, just answer the questions and within a day or two, you'll officially be a member of DELPHI!

DELPHI-It's the BEST Value and getting BETTER all the time!

ATARI/JAG SECTION (III)

=====

Dana Jacobson, Editor

> From the Atari Editor's Desk

"Saying it like it is!"

This is usually a bad week for Atari computer users, especially for the past couple of years. Why? Well, the fall COMDEX show is just winding down and since Atari is essentially out of the computer business, they weren't in attendance.

Yes, if you're a dual-platform user, you'll be interested in the goings-on from the show. And, you may be interested just because you might be an information junkie. But for the rest of us, it's just a sign of what was.

Why do I bring up such thoughts? I happened to get a message about a week ago. It was an Internet address, and the name/handle didn't ring any bells. However, the message wasn't inflammatory or anything; it just thanked me for our efforts with STReport but "he" was wondering why we continued with the Atari portion because "it's obvious that Atari doesn't care..." Well, occasionally I do question why we continue and I always come up with the same answer. We're here to help keep Atari users, past, present, and possibly future, informed on what's going on in our little community of users. Sometimes it's a difficult task while at other times much easier. Doing STReport is usually a lot of fun and it also helps me to focus on what's happening whereas I might not "catch" it otherwise.

Also what helps us to maintain the Atari section of STReport in an enthusiastic manner are the constant flow of well wishes and appreciation of our efforts. It's even enjoyable to see an occasional flame! We're the longest-running Atari-support magazine, whether it be hard-copy or online. We're published EVERY week and we take a lot of pride in our accomplishments.

We may not be a single Atari-specific magazine any longer, but we seemed to have attracted a wide range of readers due to our multi-

platform diversity. I've had a number of E-mail messages letting me know that even though a reader does NOT use an Atari computer, the Atari portion is interesting and informative; and they're learning about a platform that otherwise they might not have even known about!

So, with that in mind, COMDEX may be winding down and Atari computers may be a thing for history; but there are many of us who will still enjoy using them, and reading about them, for a long time to come.

Please have a safe and enjoyable Thanksgiving holiday next week. We'll see you all Friday, a little bloated perhaps, but satisfied!

Until next time...

Delphi's Atari Advantage!
TOP TEN DOWNLOADS (11/16/94)

- ```

(1) AHDI CONFIGURATION PRG. (6) OBSESSION PINBALL
(2) HACE NEWSLETTER ARTICLES (7) AVP MAPS (SUB-LEVEL 3)
(3) COMPLETE MAPS FOR AVP * (8) DR. NECRO DEMO
(4) GUCK 1.8 (ENGLISH) (9) PAGESTREAM LABEL PRINTING
(5) GUCK V1.8B ENGLISH DOCS * (10) LHARC 3.10 SHELL & ARCHIVER

```

\* = New on list  
HONORARY TOP 10

The following on-line magazines are always top downloads, frequently out-performing every other file in the databases.

STREPORT (Current issue: STREPORT 10.46)  
Look for the above files in the RECENT ARRIVALS database.

```
> CBZONE Released! STR InfoFile! - Latest Version of Battlezone Clone!
  ~~~~~
```

Release of CBZONE 1.0

Posted on behalf of Roland Givan, [rgivan@cix.compulink.co.uk](mailto:rgivan@cix.compulink.co.uk)  
Please direct any queries to Roland.

My latest version of CBZONE has now been released.

This is a Battlezone type game ported from X-Windows, and runs on all configurations of Atari (AFAICD). Its happiest most on a TT or Falcon with FPU as it makes heavy use of floating point maths.

To support the HENSA ftp site, I am restricting its Internet distribution to HENSA.

Site: [micros.hensa.ac.uk](http://micros.hensa.ac.uk)

File: micros/atari/tos/p/p002/cbzone10.zip

Distribution outside of the Internet (PD libraries, BBS etc) is *\*not\**

CBZONE10.ZIP contains versions for the 68000 and the 68030/68882. It also contains all source code to compile these (and other versions) as well as all the original X-Windows stuff. The .zip file is approximately 150K long.

Roland (rgivan@cix.compulink.co.uk)

When your nightmares become your reality, try telling yourself... "It's

There's no where else that you can combine the realism of a real-time flight simulator with arcade action plus problem solving and exploration of adventure games for only \$34.95! That's right - only \$34.95!

Cyberdrome runs on all ST, STe, TT and Falcon computers in color only. Don't miss out on the fun. Order your copy TODAY!

Crossword Creator II  
 " " " " " " " " " " " " " " " " " " " " " "

CWC II is normally sold for \$34.95, but for this sale, we're knocking \$5 off the price. Now purchase the #1 Atari crossword creation program for only:

Word Search Creator  
 " " " " " " " " " " " " " " " " " "

WSC is normally sold for \$34.95, but for this sale, we're also knocking \$5 off the price. You can now purchase the #1 Atari word search creation program for only:

Puzzle Pack

\*\*\*\*\*

Who says you can't have your cake and eat it too? You say you want both CWC II and WSC, all in one nice package? That's what the Puzzle Pack is for. You can save even more money by purchasing both programs together.

Puzzle Pack normally sells for \$49.95, but for this sale, you can purchase it for \$5 off that price, making Puzzle Pack one of the best bargains around today. It's now only:

\$44.95  
^^^^^

That's only \$10 more than you normally could purchase either CWC II or WSC for! What a bargain! And only from Missionware Software!

The Cryptographer  
\*\*\*\*\*

This may turn out to be the biggest bargain yet! With The Cryptographer, you can easily create your own cryptograms using one of the secret codes provided or make your own with the code editor. Only those with the proper codes can decipher your secret messages. The Cryptographer is an excellent educational tool. And use The Cryptographer's "Intelligent Assistant" to help you solve cryptograms as well! CRYPTO, JR. is included for children aged 8 and up.

The Cryptographer normally sells for \$34.95, but for this sale, we're knocking \$10 off the regular price. If you've every wanted to fool around with cryptography, now is the time to take the plunge. After all, you can purchase it now for only:

\$24.95  
^^^^^

All Three???  
\*\*\*\*\*

Interested in all three of these programs? Are you looking for the bargain of the century? Then this is it. Order CWC II, WSC (packaged as Puzzle Pack) and The Cryptographer now for only:

\$59.95  
^^^^^

That's a savings of over \$44 over the regular list price!

lottODDS  
\*\*\*\*\*

We're not stopping with just Fair Dinkum products for this sale. Nope - no way, no how! We're also "reintroducing" some of our older Missionware Software Products too, like lottODDS. This is the \*only\* game in town if you are interested in playing the lottery. And not only are you getting an old classic here, but it's an updated old classic as well. We've completed the first upgrade to lottODDS and are now

lottODDS maintains a database of historical numbers and now comes with some pre-made lists for various lotteries including those for Illinois, Wisconsin, Michigan and the national PowerBall. You can use lottODDS to "Quick Pick" your numbers, or use any one of the 7 internal statistical methods for picking numbers. You can enter your own numbers too. And lottODDS supports a fully configurable wheeling system to give you the best distribution of numbers picked to play.

\$29.95  
^ ^ ^ ^ ^ ^

Have you often wished for a program that would help you tame your printer? If so, then Printer Initializer might be the answer you've been looking for. Printer Initializer is used, via a desk accessory, to send control codes out to your printer. These codes are used by your printer to select various internal fonts and modes. Although Printer Initializer can only be used for `_text_` output, it's an excellent way to set up your printer from within programs that don't support printer setup (like Flash II, for instance).

\$19.95  
^ ^ ^ ^ ^ ^

Are you looking for the \*ultimate\* bargain? Can't wait to get your Christmas shopping done early this year? Then this is it. Purchase all 5 of the above products (includes CWCII, WSC, Cryptographer, lottODDS and Printer Initializer) for only:

\$89.95  
^ ^ ^ ^ ^

Or purchase any three of the above five products for:

\$59.95  
^ ^ ^ ^ ^ ^





uses three times as many frames per second, so the quality of the Internet show will be inferior.

Still, there are lessons to be learned from the venture. "We hope to learn a lot about the limitations of the Internet," Fitch said.

Members of the band are reportedly excited about the Internet "multicast." Rolling Stones spokesman Ted Mico told the Reuters news service, "Mick (Jagger) actually plays around with the Internet quite a lot. He's an info-freak anyway: he loves to get information from around the world, so the Internet is perfect for him. I know that he studies both history and literature...so what could be better?"

The band will not receive any payment for the Internet concert.

The Nov. 18 show begins at 0330 GMT and the log-in code is "http://www.stones.com."

[illegible]

-/- Playboy Eyes Online Offering -/-

Officials with Playboy magazine say they are looking for a partner to make the publication available on an online service within the next year.

Speaking to shareholders at Playboy Enterprises Inc.'s annual meeting in New York, President/CEO Christie Hefner said the company is working with the media consulting company Creative Artists Agency to find a partner.

According to the Dow Jones news service, Hefner said the popularity of Playboy's current offering on the Internet shows the potential for a successful online service. (Playboy provides a World Wide Web home page that allows users to subscribe to the magazine or order merchandise.)

Said Hefner, "On the Internet, the most commonly used word is 'sex.' The sixth most commonly used word is 'Playboy.'"

Meanwhile, Dow Jones quotes the Magazine Publishers of America as saying that with its planned launch, Playboy will joins more than 200 magazines already available electronically.

Jaguar Section  
=====

Primal Rage! Kasumi Ninja! CD-ROM!  
Jaguar Interactive Cable TV! Doom!  
Online Conferences!! and more!



|       |                      |         |                       |
|-------|----------------------|---------|-----------------------|
| J9010 | Tempest 2000         | \$59.95 | Llamasoft/Atari Corp. |
| J9028 | Wolfenstein 3D       | \$69.95 | id/Atari Corp.        |
| JA100 | Brutal Sports FtBall | \$69.95 | Telegames             |
| J9008 | Alien vs. Predator   | \$69.99 | Rebellion/Atari Corp. |

Available Soon ~~~~~

| CAT # | TITLE                | MSRP    | DEVELOPER/PUBLISHER |
|-------|----------------------|---------|---------------------|
|       | CatBox               | \$49.95 | ICD                 |
|       | CatBox +             | \$69.95 | ICD                 |
| J9007 | Checkerered Flag     | \$69.99 | Atari               |
|       | Club Drive           | \$59.99 | Atari               |
|       | Doom                 | \$69.99 | id/Atari            |
|       | Theme Park           | TBD     | Ocean               |
|       | Syndicate            | TBD     | Ocean               |
|       | Troy Aikman Football | \$69.99 | Williams            |
|       | Sensible Soccer      |         |                     |
| J9036 | Dragon: Bruce Lee    | \$59.99 | Atari               |
| J9012 | Kasumi Ninja         | \$69.99 | Atari               |
|       | Cannon Fodder        | TBD     | Virgin              |
|       | Hover Strike         | \$59.99 | Atari               |
|       | Iron Soldier         | \$59.99 | Atari               |
| J9042 | Zool 2               | \$59.99 | Atari               |

Hardware and Peripherals ~~~~~

| CAT # | TITLE             | MSRP     | MANUFACTURER |
|-------|-------------------|----------|--------------|
| J8001 | Jaguar (complete) | \$249.99 | Atari Corp.  |
| J8904 | Composite Cable   | \$19.95  |              |
| J8901 | Controller/Joypad | \$24.95  | Atari Corp.  |
| J8905 | S-Video Cable     | \$19.95  |              |

> Industry News STR Game Console NewsFile - The Latest Gaming News!  
 ~~~~~

Contact: Don Thomas/Ron Beltramo
 Atari Corporation
 408/745-2000

For immediate release

JAGUAR ONLINE! MEET THE ALIEN VS. PREDATOR DESIGN TEAM!
 FREE-POSTERS TO CONFERENCE ATTENDEES! WIN A JAGUAR!

Sunnyvale, CA-- November 7, 1994 -- As part of Atari Corporation's celebration of new 64-bit game releases for the Jaguar Interactive Multimedia System, online conferences on the GENie and CompuServe online services have been scheduled. Within weeks following Atari's highly successful release of Alien Vs. Predator, comes a wide assortment of additional titles exclusively on the Jaguar and just in time for Christmas.

The conferences will be held Tuesday, November 29th at 5PM (Pacific Time) on CompuServe and Wednesday, November 30th at 6PM (Pacific Time) on GENie. The guest panel will feature the Alien Vs. Predator design

team, Mr. "Purple" Hampton, Senior Producer and Mr. James Grunke, Director of Audio. They will be available to answer questions, provide some great game tips and let everyone in on the inside story of the making of Alien Vs. Predator. In addition, Atari's Mr. Ron Beltramo, Vice President Marketing, will be in attendance with exciting news about upcoming releases. Other popular Atari personalities will be in attendance as well as members of the online press such as Mr. Travis Guy of Atari Explorer Online and Mr. Dana Jacobson of Silicon Times Report.

All paid subscribers attending the conferences a minimum of 15 minutes will qualify for a free Alien Vs. Predator cinema-quality poster. In addition, all paid subscribers who attend each entire conference will qualify to win a complete Jaguar system, an Alien Vs. Predator game cartridge (autographed by the design team) or T-shirts. Winners will be required to answer a fundamental trivia question about Alien Vs. Predator. (Although the conference is open to subscribers worldwide, only North American members are eligible to win prizes).

Also look for Atari's Fantastic Alien Vs. Predator online trivia contest to begin November 29, 1994 and end on December 9, 1994. Win a Jaguar and other prizes.

Due to the great number of people expected to attend, both services are making special arrangements to accommodate the volume. For more specific information, contact the System Operators. Type JAGUAR on GENie or GO JAGUAR on CompuServe to jump to the Atari Jaguar support areas. Both services require a computer, modem and an account in good standing. Each offers an excellent assortment of game tips, sample graphics and audio files, interactive messaging with Atari personnel and many other features. To subscribe, call 800/848-8199 to join CompuServe or 800/638-9636 to join GENie.

-/- Time/Warner & Atari To Offer Jaguar Games on Full Service Network -/-

MAITLAND, FLA. (Nov. 14) BUSINESS WIRE -Nov. 14, 1994--Time Warner Cable's Full Service Network (FSN) President Tom Feige and Atari Corp.'s CEO Sam Tramiel announced Monday an agreement to offer Atari's Jaguar 64-bit interactive video games on demand to FSN customers.

Jaguar, the world's first and only 64-bit interactive game system features high-speed animation, textured three-dimensional color images and graphics, and CD-quality sound.

Consumers will access the Atari games on the Full Service Network using the 64-bit Jaguar game system device, which processes more than 100 times as much data at one time than 16-bit games, and twice as much as 32-bit game systems. This significantly increases speed and lets game players experience superior graphic performance and animation action. Through the Full Service Network, the Atari games are digitally compressed and stored on magnetic hard drives, and downloaded to the game device at the consumers' request.

In addition, using a Hewlett Packard DeskJet 550C printer, consumers will be able to print out game instructions with full-color graphics. Approximately 30 Atari Jaguar game titles will be available on the Full Service Network next year.

"We're proud to offer consumers games on demand from Atari Jaguar because it's the most advanced and powerful game system available today,"

said Full Service Network President Tom Feige. "When we compared the graphics and capabilities of the game systems on the market, Atari Jaguar was the clear choice for us."

"Time Warner Cable's Full Service Network is the network of the future, " said Atari President and CEO Sam Tramiel. "Atari's Jaguar system brings the most sophisticated hardware and games to the network. We are proud that Time Warner picked Atari Jaguar for the Full Service Network."

Since its release in November 1993, Atari's Jaguar game system has been named the industry's "Best New Game System" by Video Games Magazine, "Best New Hardware System" by Game Informer, and "1993 Technical Achievement of the Year" by DieHard GameFan. Jaguar is the only video game system manufactured in the United States.

Time Warner Cable is the nation's second largest cable television operator with 7.3 million customers in 34 states, and serves more than 500,000 customers in its Florida division.

Time Warner Cable's Full Service Network is a digital, interactive television network which merges cable, computer, and telephone technologies to provide customers greater choice, control, and convenience in accessing information and services.

Atari Corp. markets interactive multimedia entertainment systems, including Jaguar, the world's only 64-bit game system, and the only video game system manufactured in the United States.

--30--gaa/mi CONTACT: Time Warner Cable, Maitland
Tammy Lindsay, 407/667-2034
or
Atari
Ron Beltramo, 408/745-8852
or
Edelman PR
David Harrah, 415/968-4033

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> NINTENDO Virtual Boy STR FOCUS!
      " " " " " " " " " " " " " " " " " " " " " " " " " " " "
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-/- Nintendo Unveils "Virtual Boy" -/-

Nintendo Co. Ltd. today introduced its 3-D virtual reality system it calls "Virtual Boy," a 32-bit game machine with twice the computing processing power of the 16-bit units now popular in the video game market.

Claiming that Virtual Boy will dominate the next generation of video games, Nintendo displayed the new system at a trade show in Tokyo and announced plans to start selling it next April in Japan and the United States for about \$200, reports Associated Press writer Dorian Benkoil.

Virtual Boy seals players inside a private world by blocking out

[Editor's note: Titles, scheduled release dates, and prices are verified from Atari and Edelman Public Relations - all subject to change]

Opening Comments:

Seven Jaguar games have been released to date and I consider Crescent Galaxy to be the worst of the lot. It's not just that there is nothing novel in a side-shooter or that the game doesn't take advantage of the Jaguar's power. The main problem is that the game isn't fun to play and the main reason for this is that it is too difficult.

Try as I may, I couldn't get very far in the game. Thinking that maybe my reflexes weren't what they used to be I had my two nephews play the game. They didn't fare much better than I did. Once I used the game cheats and could actually get farther on into the game, I enjoyed it much more. However, using the game cheats doesn't give one a feeling of accomplishment and playing without the cheats, I consider the game a dud. I do not recommend buying this game unless you really like side-shooters and are extremely adept at them.

Game Review:

You control a ship that appears on the left of the screen and faces to the right. The joystick lets you move the ship up, down, left, and right. You use one fire button to shoot straight ahead, another to drop bombs downward, and another to fire a Special Weapon. There are 9 Special Weapons. You start with one of each and can collect up to 9 of each. You select which Special Weapon you want to use either individually with the keypad or by using the Option key to scroll through them. The game comes with a keypad overlay. You can collect powerups to increase your fire power, your bomb power, and to collect additional Special Weapons.

You can alter the default controls and the volume level. High Scores are also kept. The game cartridge retains the control, volume, and high score information.

The object of the game is to steer your ship from left to right, while avoiding and shooting enemy objects. The ultimate goal is to destroy the enemy Odd-It on the planet Cosmolite. However, you must first liberate the four moons of Cosmolite before you can visit the planet and destroy Odd-It.

You can select any of the 4 moons from the Main Selection Screen. However, you must conquer the 4 moons and then the planet in one sitting, since there is no Save Game feature. However, you do get 4 Continues, that allow you to continue where you left off, each time you lose all your lives. After selecting a moon, you must first make it through a Space Zone containing various enemies that either shoot at you or break into smaller pieces when hit. All the Space Zones look the same. Being hit by an enemy blast or by debris will cause you to lose one life. Lose all your lives and the game is over. You can earn extra lives by powerups and by attaining certain scores.

After completing the Space Zone, you then must defeat an End Boss to actually get to the moon. Each moon looks different and has different enemies, but they are mostly eye-candy. You get a Bonus World after completing a moon, which allows you to collect more powerups by flying through Space Rings, without crashing into them. After the Bonus World, you select another moon to conquer and must go through the same sequence. Conquer all 4

moons and only then may you attempt to conquer Cosmolite. You again go through the same sequence, except that after completing Cosmolite, you finally meet up with Odd-It, the ultimate End Boss. If you defeat him you have completed the game and are presented with a final disappointing congratulatory screen.

The manual was very unclear on the above sequence of events. I had to actually play the game to figure it out myself. Again, the process is as follows for each moon: Select moon, complete Space Zone, defeat End Boss, go to moon and complete moon, get Bonus World. After 4 moons, you do the same thing on the planet Cosmolite, except that instead of a Bonus World, you get to face Odd-It, whom you must defeat to win the game.

The Spacecraft's View Screen shows your ship and the enemies, your score, extra ships, and the selected Special Weapon. One Special Weapon is Cutter, your sidekick. When selected, Cutter will help you battle the enemies for a brief time.

There is no music during gameplay and the sound effects and the graphics for your ship are nothing special. However, the enemies, space debris, backgrounds, and End Bosses have spectacular graphics, but they don't add much to the enjoyment of the game. It's still just a routine side-shooter.

The controls for steering and firing are good, except for the Special Weapon selection. It's simply too tedious to try and change Special Weapons in the heat of battle by using the keypad. Therefore, you have to use the Option button to cycle through them in one direction only, and that takes time.

The major drawback to the game is that it is extremely difficult, even with the Continues. It's tough to even get through the Space Zones at first. When you finally succeed, you are presented with an End Boss, who will probably kill you the first few times. That means you have to start over and complete the Space Zone again before you can face the End Boss and all the Space Zones are the same. It gets monotonous very quickly.

If you finally kill the End Boss, then you enter the moon. Each moon has different backgrounds and different enemies and the moons are actually the most enjoyable part of the game. However, you spend too little time on the moons and too much time trying to get there. The moons are nice because they are varied and have excellent and unique graphics, but that's not enough to make this game a winner.

Again, if you don't complete the moon, then it's back to the drawing board to start again. If you do complete it, then you get the Bonus World, which simply consists of flying through Space Rings to collect powerups. If you crash into a ring, the bonus round is over. My trips to the Bonus World were too infrequent for me to get any good at it.

Only after finishing the Bonus World is that moon marked completed. Then you can select one of the 3 remaining moons and try it all over again. If you die on that moon, then you have to start the entire game all over again, including the first moon that you just struggled to complete.

For me and my nephews at least, it would have been virtually impossible to ever complete all 4 moons, the planet Cosmolite, and Odd-It, before losing all our lives. For that reason, I consider the game pretty much unplayable. When I did play with the Invincibility cheat mode I could finally go through the entire game. It was fun to be able to shoot all the enemies and see all the moons and End Bosses, but what's the point if there is no challenge involved? Your score becomes meaningless.

If it weren't for the cheat modes, I don't think I would have had the patience to become good enough at Crescent Galaxy to make it to the end and see everything the game has to offer. To me, that is the sign of a poorly designed game. Too difficult to play and not interesting enough to keep playing it in order to get good at it.

Hints and Tips:

Try to keep your ship at the top of the screen so that you can also use your bombs. Since bombs fire from underneath, your ship must be above your enemy in order to use them.

Also see the Cheat Modes contained in the Jaguar Hints and Tips file, which can be found in the Jaguar Section of the Atari Gaming Forum on CompuServe.

Manual:

I didn't like the manual at all. It's basically just a list of control features, basic information, and moon descriptions. But nowhere does it tell you how to actually play the game. Nor does it offer any hints or tips for doing so.

There is no screen shot for the Main Selection Screen and the one for the Spacecraft View Screen is too dark to be of much use. The pictures of the weapons, both in the manual and in the game itself, are too small to see clearly. As such, during gameplay I often wasn't sure which Special Weapon that I had selected or what powers the different powerups would bestow.

Finally, the manual never explained the sequence of gameplay events in chronological order. After reading the manual twice, I still wasn't sure. When I first played the game I thought that the Space Zone of the first moon was actually the moon itself. Then when I couldn't complete it, I tried another moon and was surprised that it was identical to the first moon. It wasn't until I finally finished a Space Zone, killed the End Boss, and entered the moon itself, that I actually understood what was required of me. I hadn't realized that what I was playing at the beginning of each moon was the Space Zone, which is identical from moon to moon, and was not the moon itself.

After checking the manual again, it made a bit more sense since it does mention Space Zones and the Bonus World on the page before the credits. So the information is technically there. But it was presented in such a way as to be very unclear, at least for me, during my first two readings of it. I thought the entire sequence of events should have been presented chronologically at the beginning, rather than in bits and pieces, making them appear

Summary:

Ratings (based on 1 to 10, with 10 being the highest):

Reviewer's Overall Rating: 5

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> Jaguar Online STR InfoFile           Online Users Grow! & Purr!
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Before the actual review i would like to point out that i have never played Doom on a PC, i only played the 32X version for a couple of days

before we got Jaguar Doom.

The game consists of 23 levels, five of which are supposed to be new, while the rest are adaptations from the Pc version. Once you completed a level you can go back to it as often as you want. The Jaguar will remember which level you completed last. There are seven weapons available, which you activate by pressing buttons 1-7. Buttons one is used for your fists, but if you have the chainsaw you activate it here too. You get to the map by pressing 9 and you can zoom in and out and move your character in the map screen. There are 8 different alien characters in the game. The resolution of the game is lower than the 32X version but the scrolling is very fast and smooth. The grafix are very detailed although if you get close to things you can see every pixel. There is some slowdown if the graphics become very detailed. I noticed it in level 21 (i think) which plays mostly in the open. There is absolutely no music in the game, but the sound effects are excellent (identical to PC i was told by a colleague). Of course there is lots of blood n guts in the game as well as plenty of secret rooms and nice extras.

I think Doom is the best Jaguar game so far, it is more action orientated than AvsP, although i didn't find anything that scared the s... out of me like the Alien ship level in AvsP did (i hate Facehuggers). If you want to see what your Jaguar can do, get Doom. its lots of fun. By the way there are two two-player modes in the game, Team and Deathmatch, but we didn't get a link cable and we didn't get two Doom carts, so i cannot comment on them, but i would imagine that Deathmatch, where you hunt each other must be fun.

Robert

Atari's Bill Rehbock adds some more comments on Doom:

To quickly address your questions regarding Jaguar DOOM vs 32X Doom...

Jaguar version plays full screen with the Status Bar at the bottom; 32X version plays in a window with border (about the size of the PC version with the screen size set to about 4 up from the smallest).

Jaguar version has all views of enemies present (front, side angles, back) so that when the enemies fight each other, it is 100% true to the original. It has been reported to me that most of the enemy animation frames wouldn't fit in the 32X version, so you just have front views (like Wolfenstein). I don't know how or if the enemies can fight each other in the 32X version, but I know you can't finish Jag-DOOM unless you're good at getting enemies irked at each other :-)

Jaguar version is running in 16-bit (65,000) color, there is no annoying color-swim caused by having only 256 colors. The shading when going down dark stairwells is just awesome! 32X version is only 256 colors.

Jaguar version has 23 levels PLUS 1 secret level. American McKee at id Software added new levels and tweaked with the others enough to keep die-hard PC-Doom player off-balance.

Jaguar version has a good number of the new and improved textures that were done for DOOM II. I don't know if any were used in 32X version, but I've seen no screen shots that show any.

Regarding sound/music: John Carmack at id made the creative decision to use all available voices for the digitized sound effects during gameplay. I think that you will find that it sounds like there's _a_lot_ more going on in JagDOOM than in other versions (wait until you get to level 23 :-). It was a creative license that we gave id and a decision that I agreed with. The full soundtrack from the PC version plays during the end-of level tally screens.

Jaguar DOOM is very much written by id to be as cool of a DOOM experience as you can get.

-Bill@Atari

Bill adds more info about the Full Service Network announcement and its impact:

The Time Warner Full Service Network is T/W's interactive cable system that is being deployed this fall/winter. Some may know it as the "Orlando Trial". It will first be deployed in Orlando, Florida. The idea is that you'll be able to pick movies on demand, go shopping, play Jaguar games on demand, etc. While playing a Jaguar game, you can pause, go back to the full service network, order a pizza over the system, and then go back and keep playing Iron Soldier while waiting for your pizza to be delivered.

-Bill@Atari

Primal Rage fans, Bill also states:

I'm happy to confirm that Primal Rage is definitely being done by Time Warner Interactive for Jaguar. Sorry, no exact release date at this time.

-Bill@Atari

Some updates on the pending CD-ROM for the Jaguar:

The CD is a 2x speed drive and will retail for \$199.95. It plays standard audio compact discs, plays cinepak compatible full motion movies, has a built-in light show and will support an option MPEG cartridge as well as a game save cart for CD-based software.

The announced release schedule was fourth quarter '94 with units "as early as October" so they should start shipping real soon.

We have talked about titles such as Highlander, Demolition Man and quite a few more... in fact Atari has "talked" about it ever since Summer CES this past June.

-- Don Thomas
Atari Corporation

For those impatient for Kasumi Ninja:

Fm: Ted Tahquechi-Atari 72662,1314
To: all

"I need to transfer some database setup files that I have been working on for Mike Myers. I've put them all in one ZIP file and it's not too large. Can I just upload them to LIB 1 for Mike to download or is there a better way? They probably won't be of much interest to anybody else.

Also I have a couple of FAX programs. They're both shareware and the docs are in German. One is Coma and is about 300Kb when compressed, the other is Junior Office and is 1/2 Mb when compressed!!! I've not tried them so I don't know what they're like but if anyones interested I can upload them to LIB 2. Won't be till next weekend though when the phone call is cheap rate."

Sysop Jim Ness tells John:

"CIS Mail supports binary messages (file transfers). So, the best way to give Mike his files is to GO MAIL, and UPLOAD them once you're there. Make sure you have his User ID handy."

Al Cima asks for help too:

"Could someone let me know what the operating system for Atari computers is and whether one can connect to Compuserve with one."

Mike Mortilla tells Al:

"The OS for most ST and later machines is in ROM. If you mean, is there a WINCIM type program or menu driven Atari/CIS program, the answer is no.

There is QCIS in the libraries here to automate your e-journeys, however."

Sysop Bob Retelle adds:

"The operating system for Atari computers is called "TOS", and is not compatible with other kinds of systems (ie: IBM DOS).

It operates under the GEM windowing system however, and looks and feels a lot like Windows on the PC.

The OS is built into the computer in ROMs, so you don't need to boot it from disk.. faster, and more resistant to viruses.

You can definately connect with CompuServe using Atari computers...! We have several nice Public Domain and Shareware terminal programs in our software libraries here, and there are some nice commercial terminal programs available from vendors who frequent our Forums too.

As Mike mentioned, we don't have an Atari version of the CIM frontend program, but we do have a very good "offline reader" type of program called QuickCIS which can automate your Atari online sessions to get you on and offline quickly.. and save you money..!

If you have any questions about Atari computers or their software, this is the place to ask.."

Mike Myers tells us:

"I have an Atari ST. I've been looking for the model #, and I'm probably doing some complex psychological thing, because I can't find

it. Where would it be? I remember it as a 1400, but I have been wrong before, and will be again. Now for the important question. I was told (by a salesman) that it is IBM compatible. Is so?"

Again Sysop Bob helps out:

"The model number of the ST line of computers is generally just above the upper righthand corner of the keyboard, at least on those without the detachable keyboard. I believe it should be on the case of those other models somewhere in the front of the computer.

The Atari ST line is not directly IBM compatible. That is, you can't run IBM software directly on the ST

(The disk format IS compatible between IBM and ST, but all that means is that the ST will read an IBM disk.. it can't run the IBM programs.)

There ARE "IBM emulators" that will let an Atari ST run IBM programs, the most successful of them are hardware addons, either computer boards that have to be wired into the insides of the ST, or external boxes that have to be plugged in.

I don't know how many of these are still commercially available, or how much they're likely to cost these days. Originally most of them were rather expensive, and do a middling to mediocre job of emulating an IBM. Many give only 80286 performance, and emulate only a CGA color monitor.

If you have a particular IBM application in mind, an emulator may be a reasonable solution, but in general there's still no substitute for the "real thing".

Don Neuendorf asks for help with downloads:

"... I have tried 3 times to download PICSW1.LZH - twice I got "remote device not responding" and once a complete download that my UNLZH said has "bad headers." Am I doing something wrong? I can't afford to keep downloading at this rate!"

Sysop Jim Ness tells Don:

"I don't know why you had trouble with your original download, but I think your second one is okay. The error message you got is common for files that are compressed with the newest LZH method, when you use an old LZH program that does not recognize the new method."

Boris Molodyi adds:

"I believe that UNLZH is a rather old program, and it can not handle the newer "lh5" format of LZH files. Most new files come with "lh5" compression, so you need a newer utility to decompress them. I'd recommend Gruenenberg's LHarc (it may be called LZH Shell or somesuch; should be in the libs): it is much faster, handles all LZH flavours, has the best graphical shell etc."

Peter Joseph asks:

"How does Gemulator work?"

Bob Carpenter tells Peter:

"...I'm not Darek, but I'll give this one a try. What Darek did is replace all the ST custom chips (except for the MIDI chip and the joystick ports) with software. You receive an 8-bit IBM board that has the TOS ROMs already on it (I'd suggest getting 2.06 because that's the version that Darek has done most of his testing with). You receive a disk that has the Gemulator program on it (along with ST Xformer 3.0). After following the easy install instructions, you have an ST. You'll want to read the 3.02 readme file on the disk as it describes some important features (ability to use DOS partitions <=32 Meg, autoboot off HD on IBM partition) that weren't available at the time of the manual.

Gemulator is a DOS app that (currently) runs on a 386 or above. However, Darek has talked about removing 386 support in the next version. That's no big loss. I wouldn't run Gemulator unless you have a 486DX33 or better. Otherwise, it's like watching slowdown.tos. It runs in Windows just like any DOS app. When I only had 8 Meg, I never ran Gemulator under Windows since I didn't want to mess with it. When I upgraded to 16Meg on my PC, running Gemulator from Windows became more realistic for me.

Re: MIDI He hasn't added MIDI support yet. The only thing I can suggest is to ask him for that support. You aren't the first person who's asked me about this. If enough people ask HIM for it, he'll probably try to do it. After all, he wants to sell more Gemulators.

Yes, it's only \$99 for the board and software. The ROMs will cost you between \$50-60. It used to be \$199 for just the board and software, but Darek's production costs on the board have been significantly reduced. Remember, having a board mass produced has a definite initial cost.

If you have any questions about what Gemulator supports, don't hesitate to ask.

If you have other questions (or just want to harass him for MIDI support):

Branch Always Software 14150 NE 20th Street Suite 302 Bellevue, WA 98007 Internet: brasoft.genie@geis.com (Internet gurus: Please correct the Internet address, if incorrect. I usually enter Internet addresses thru a dialog box so I don't worry about punctuation)."

Frank Hense takes the opportunity to ask his own question:

"Does Gemulator have a limit on hard drive partition size? Are you all running it from a SyQuest or what. I guess the question is really how to use an installed HD with partions of 200mb, etc. I do have SCSI and both 105mb and 44 mb SyQuest drives which can be partitioned as needed. I just don't want to screw up anything ala PCDITTO :-)

I don't have it yet but will soon if its compatible with my DX2-66. Getting tired of looking at CGA on a 1224. :-((just can't find a NEC 3d anywhere)."

Bob Carpenter tells Frank:

"Gemulator does have a limit on hard drive partition size if you use real IBM partitions. If you do this, they have to be <= 32Meg. The

reason is that Atari and IBM handle partitions > 32 Meg differently. If you want to have a hard drive partition larger than 32 Meg, you must use a virtual hard drive. A VHD works like Stacker. It's one large file that represents your entire ST HD partition. The disadvantage is that you can't get at your ST data in a VHD from your PC size. To the PC, it's just one huge file. If you've got a Syquest on your PC, that's probably the best way to go about it. You can split your Syquest partition into 32 Meg partitions or smaller.

I'm currently using VHDs because I screwed something up in my partitioning when I got OS/2 and Gemulator can't see the 32 Meg logical drives that I've got. I'm hoping to fix that soon. I don't have a Syquest on my system, but I know people who run Gemulator quite happily off of 1 44 Meg Syquest cartridge.

Some people like to do that so it doesn't take away from space hungry PC programs. I do currently run Gemulator on a DX2/66 and it runs about 10-12Mhz. I wouldn't run Gemulator on less than a 486DX/33. You shouldn't have any problems running Gemulator on your 66, but there are so many wacky configurations out there."

Peter tells Robert:

"I have P5-90 with 16Meg of Ram. I have seen some older programs choke on the speed of this baby. Is the Gemulator equipped with PF Flyers? ;)

Also, I have the TEC (TOS Extension Card) in my Mega with the TOS 2.06 ROMS so I imagine they'll work for that, or are these ROMS proprietary to the design of the TEC?

As far as MIDI goes, I have a kickin' soundcard in the PC that supports GM and all that good stuff. It's just that I spent quite a bit of scratch <g> on sequencing software about a year ago and I don't really want to run out and spend twice as much on more software for the PC. I'm hanging on to the ST for that for now, so MIDI support doesn't really concern me. Actually, the conversion process has been going quite well. One of my biggest concerns dried up and blew away the other night after I downloaded a converter that I can use with MS Word to convert PC WordPerfect 4.2 files to Word. I've been using ST WordPerfect 4.1 for years and it can save files in PC WP4.2 format. They will then load directly into Word; it converts them automagically. What's even more impressive is that Word has an option that let's me use the WP function key combinations and it brings up a box that 'teaches' me the Word equivalents. The transition couldn't be smoother. Now to figure out how to convert my database files to MS Access.

One other question. You said the Gemulator has support for about everything except MIDI and joysticks. You didn't mention DMA. In other words, I assume I can't use my Megafire 60 or my SLM 804 with the Gemulator? The SLM is another reason I'm hanging on to the ST for now, although an HP could be used with both I suppose."

Brian Kolins posts that it's...

"Nice to see some other Gemulator users here. Good -- 'cause I have some questions :)

Being new to this... Has any one encountered:

Lots of read errors from floppies Problems with Flash 1.6 (connects to BBS but that's all) Unable to run CyberPaint Unable to reassign drive letters (c: to d:, d: to e:, etc.) Unable to run in window (Windows kicks into full screen--pif is set to window)

..certainly making some progress, so I think that's it for the moment."

Bob Wilson tells Brian:

"The floppy problems are common. You just have to keep hitting retry. On the window issue try pressing ALT+ENTER when it is in full screen and see if it goes to a window. The other problems I have no experience with."

Brian tells Bob:

"Thanks Bob... Regarding erratic floppy behavior, I did notice in the read_me a command to disable caching. I'll give it a try -- next time I find myself reading a disk.

I was able to reassign drive letters finally. Silly me. Didn't realize that ini commands VDHFILE and DISK are identical. But when making D (now acting as C) bootable, 8 bombs appeared every time. So I'm back to C as virtual, and just leave it at that.

Tried the Aladdin fix in the read_me for Flash 1.6 (modem command AT&C1&D2), but still no luck.

Finally got it to run in a window by changing from the Mach32 video driver to standard VGA. I'll give the ALT+ENTER thing a try later since it's not very practical to have windows in 640x480.

Sorry -- One more thing while I'm at it...

Is there any other fix to gain use of the right mouse button other than ALT+HOME, or by loading an older driver (which I don't have)?"

Bob tells Brian:

"According to the 3.02 readme file, the only solution is to find an older mouse driver version. I guess there's a conflict between Gemulator and MS Mouse driver 9.0."

Domingo Alvear asks:

"If I were to buy a Gemulator, what would I get in its current incarnation? Also, what would be the optimum system to use it on? I am looking for a good price/performance ratio so that I don't burn a huge hole in my already riddled wallet. :-)

Of course I could just buy a used TT and a used Falcon and have more computers in my house. <grin>"

Brian tells Dom:

"Regarding that p/p ratio, Gemulator's pretty darn good. Only having it a couple of days, it seems to perform very well. But it is essentially just an ST. Higher screen res and 8mb ram if you got it, but color depth is still 4 bit. As a Falcon owner, I've been spoiled,

but still find Gemulator useful.

Depends largely on the kind of applications you use. In my case, primarily into midi and graphics, most of the applications I use won't even run on an ST."

Dan Danilowicz tells us:

"I recently downloaded a 280k zipped file. The program I attempted to decompress it with (DC Extract) informed me that there were too many files, and I might find that some were missing. Apparently many were, since I ended up with a total of 245k worth of material. Do I split up the original download, or is there another unzip utility I should try?"

Boris Molodyi tells Dan:

"Try STZIP (it should be in the libs here; the latest version is 2.6, I believe). It is much better for ZIP files than DC Extract, and it handles larger archives."

Dan also asks:

"Do you know anything about Discovery, or have you always been successful with Pro Copy?"

Albert Dayes of Atari Explorer Online Magazine tells Dan:

"Don't remember anything about Discovery. Wait ... was this a cartridge that allowed you to copy anything? There was supposed to be a cartridge that allowed one to use Spectre-128 on it I believe.

I only used Pro-Copy for Sundog. Since that was basically all of the copy protected software I had. I refuse to buy copy protected development tools. I made that mistake once with Haba's Hippo C compiler. <grin>"

Sysop Bob Retelle tells Dan:

"As Albert surmised, "Discovery" is the "Discovery Cartridge"..

It's a hardware solution that plugs into the cartridge port of the ST and as I recall, the floppy drives plug into the cartridge instead of the regular floppy connector.

The cart will supposedly copy anything you can put on an Atari disk.

It's been a long time since the Discovery cartridge was marketed, and the original price was a great deal higher than the \$50 that was mentioned here... again, as I recall, it was more like \$250 originally."

Well folks, I was going to include some info on the Jaguar in this week's column, but I really wouldn't know where to start... or finish. Let's just suffice it to say that DOOM is going to be THE game for the Jaguar. If it's even only just as good as the PC version (and by all accounts it's going to be much, much better), then we're all in for a treat.

So tune in again next time to see if Joe gets his Jaguar. It'll also be a good time to listen to what they are saying when...

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